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Relevance scale

1 Status report of the graphic standards planning committee

Computer Graphics staff

August 1979 ACM SIGGRAPH Computer Graphics, Volume 13 Issue 3

Publisher: ACM Press

Full text available: Apdf(15.01

MB)

Additional Information: full citation, references, citings

2 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchel Randi Rost

August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAI
'04

Publisher: ACM Press

Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version course was offered four years ago, real-time shading was possible, but only with one-of-kind hardware or by combining the effects of tens to hundreds of rendering passes. Total almost every new computer comes with graphics hardware capable of interactively exect shaders of thousands to tens of thousands of instructions. This course has been redesign address today's real-time shading capabili ...

3 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAI

Publisher: ACM Press

Full text available: pdf(20.19 Additional Information: full citation, abstract

<u>MB)</u>

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to cr virtual crowds: particle systems with flocking techniques using attraction and repulsion f copy and pasting techniques, agent-based methods. The architecture of software tools w presented including the MASSIVE softwa ...

4 Integrating pointer variables into one-way constraint models

Brad Vander Zanden, Brad A. Myers, Dario A. Giuse, Pedro Szekely
June 1994 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 1 Is

Publisher: ACM Press

Full text available: pdf(3.71 MB) Additional Information: full citation, abstract, references, citir index terms

Pointer variables have long been considered useful for constructing and manipulating data structures in traditional programming languages. This article discusses how pointer variation be integrated into one-way constraint models and indicates how these constraints causefully employed in user interfaces. Pointer variables allow constraints to model a wide of dynamic application behavior, simplify the implementation of structured objects and demonstrational systems, and improve ...

Keywords: Garnet, constraints, development tools, incremental algorithms

5 Constraint-based tools for building user interfaces

Alan Borning, Robert Duisberg

October 1986 ACM Transactions on Graphics (TOG), Volume 5 Issue 4

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, citing index terms

A constraint describes a relation that must be maintained. Constraints provide a useful mechanism to aid in the construction of interactive graphical user interfaces. They can b used to maintain consistency between data and a view of the data, to maintain consister among multiple views, to specify layout, and to specify relations between events and responses for describing animations of interactive systems and event-driven simulations Object-oriented techniques for constraint representa ...

6 XSQ: A streaming XPath engine

Feng Peng, Sudarshan S. Chawathe

June 2005 ACM Transactions on Database Systems (TODS), Volume 30 Issue 2

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, inditional terms

We have implemented and released the XSQ system for evaluating XPath queries on streaming XML data. XSQ supports XPath features such as multiple predicates, closures,

aggregation, which pose interesting challenges for streaming evaluation. Our implement is based on using a hierarchical arrangement of augmented finite state automata. A desi goal of XSQ is buffering data for the least amount of time possible. We present a detailed experimental study that characterizes the performance of ...

Keywords: XPath, streaming processing

7 Active database systems

Norman W. Paton, Oscar Díaz March 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 1

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, citius index terms, review

Active database systems support mechanisms that enable them to respond automatically events that are taking place either inside or outside the database system itself. Consider effort has been directed towards improving understanding of such systems in recent yea and many different proposals have been made and applications suggested. This high leveractivity has not yielded a single agreed-upon standard approach to the integration of act functionality with conventional databa ...

Keywords: active databases, events, object-oriented databases, relational databases

8 Path sharing and predicate evaluation for high-performance XML filtering

Yanlei Diao, Mehmet Altinel, Michael J. Franklin, Hao Zhang, Peter Fischer
December 2003 ACM Transactions on Database Systems (TODS), Volume 28 Issue 4
Publisher: ACM Press

Full text available: pdf(543.40 Additional Information: full citation, abstract, references, citii index terms

XML filtering systems aim to provide fast, on-the-fly matching of XML-encoded data to la numbers of query specifications containing constraints on both structure and content. It now well accepted that approaches using event-based parsing and Finite State Machines (FSMs) can provide the basis for highly scalable structure-oriented XML filtering systems XFilter system [Altinel and Franklin 2000] was the first published FSM-based XML filterin approach. XFilter used a separate FSM per pa ...

Keywords: Nondeterministic Finite Automaton, XML filtering, content-based matching, nested path expressions., path sharing, predicate evaluation, structure matching

9 TinyDB: an acquisitional query processing system for sensor networks

Samuel R. Madden, Michael J. Franklin, Joseph M. Hellerstein, Wei Hong
March 2005 ACM Transactions on Database Systems (TODS), Volume 30 Issue 1
Publisher: ACM Press

Additional Information: full citation, abstract, references, inde

Full text available: A pdf(1.67 MB)

terms

We discuss the design of an acquisitional query processor for data collection in sensor networks. Acquisitional issues are those that pertain to where, when, and how often data physically acquired (sampled) and delivered to query processing operators. By focusing a locations and costs of acquiring data, we are able to significantly reduce power consump over traditional passive systems that assume the a priori existence of data. We discuss a extensions to SQL for controlli ...

Keywords: Query processing, data acquisition, sensor networks

10 Human-computer interface development: concepts and systems for its managemen

🚗 H. Rex Hartson, Deborah Hix

March 1989 ACM Computing Surveys (CSUR), Volume 21 Issue 1

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, citir index terms, review

Human-computer interface management, from a computer science viewpoint, focuses or process of developing quality human-computer interfaces, including their representation design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modelir representation, interactive tools, rapid prototyping, development methodologies, and constructures. Dialogue independence is th ...

11 External memory algorithms and data structures: dealing with massive data

Jeffrey Scott Vitter

June 2001 ACM Computing Surveys (CSUR), Volume 33 Issue 2

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, citiin index terms

Data sets in large applications are often too massive to fit completely inside the compute internal memory. The resulting input/output communication (or I/O) between fast intern memory and slower external memory (such as disks) can be a major performance bottle In this article we survey the state of the art in the design and analysis of external memo EM) algorithms and data structures, where the goal is to exploit locality in order to reduce I/O costs. We consider a varie ...

Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external menhierarchical memory, multidimensional access methods, multilevel memory, online, outcore, secondary storage, sorting

12 WireGL: a scalable graphics system for clusters

Greg Humphreys, Matthew Eldridge, Ian Buck, Gordan Stoll, Matthew Everett, Pat Hanraha August 2001 Proceedings of the 28th annual conference on Computer graphics an interactive techniques

Publisher: ACM Press

Full text available: pdf(333.39 Additional Information: full citation, abstract, references, citir index terms

We describe WireGL, a system for scalable interactive rendering on a cluster of workstat WireGL provides the familiar OpenGL API to each node in a cluster, virtualizing multiple graphics accelerators into a sort-first parallel renderer with a parallel interface. We also describe techniques for reassembling an output image from a set of tiles distributed over cluster. Using flexible display management, WireGL can drive a variety of output devices from standalone displays to tiled displ ...

Keywords: cluster rendering, parallel rendering, remote graphics, scalable rendering, ti displays, virtual graphics

13 Data sharing in group work

Frene Greif, Sunil Sarin

April 1987 ACM Transactions on Information Systems (TOIS), Volume 5 Issue 2

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, citing index terms, review

Data sharing is fundamental to computer-supported cooperative work: People share information through explicit communication channels and through their coordinated use shared databases. This paper examines the data management requirements of group we applications on the basis of experience with three prototype systems and on observation from the literature. Database and object management technologies that support these requirements are briefly surveyed, and unresolved issues in the par ...

14 A study of source-level compiler algorithms for automatic construction of pre-execut

code

Dongkeun Kim, Donald Yeung

August 2004 ACM Transactions on Computer Systems (TOCS), Volume 22 Issue 3

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, independent terms

Pre-execution is a promising latency tolerance technique that uses one or more helper threads running in spare hardware contexts ahead of the main computation to trigger low latency memory operations early, hence absorbing their latency on behalf of the main computation. This article investigates several source-to-source C compilers for extracting execution thread code automatically, thus relieving the programmer or hardware from the onerous task. We present an aggressive profile-driven co ...

Keywords: Data prefetching, memory-level parallelism, multithreading, pre-execution, prefetch conversion, program slicing, speculative loop parallelization

15 Dynamic task-based anycasting in mobile ad hoc networks

Prithwish Basu, Wang Ke, Thomas D. C. Little

October 2003 Mobile Networks and Applications, Volume 8 Issue 5

Publisher: Kluwer Academic Publishers

Full text available: pdf(518.68 Additional Information: full citation, abstract, references, indexterms

Mobile ad hoc networks (MANETs) have received significant attention in the recent past of the proliferation in the numbers of tetherless portable devices, and rapid growth in popularity of wireless networking. Most of the MANET research community has remained focused on developing lower layer mechanisms such as channel access and routing for making MANETs operational. However, little focus has been applied on higher layer issue such as application modeling in dynamic MANET environments. ...

Keywords: anycasting, device/service discovery, distributed application execution, mob hoc networks, task graphs

16 Special section: Reasoning about structure, behavior and function

B. Chandrasekaran, Rob Milne

July 1985 ACM SIGART Bulletin, Issue 93

Publisher: ACM Press

Full text available: pdf(5.13 MB) Additional Information: full citation, abstract, references

The last several years' of work in the area of knowledge-based systems has resulted in a deeper understanding of the potentials of the current generation of ideas, but more importantly, also about their limitations and the need for research both in a broader framework as well as in new directions. The following ideas seem to us to be worthy of n this connection.

17 <u>Dissertation Abstracts in Computer Graphics</u>

January 1992 ACM SIGGRAPH Computer Graphics, Volume 26 Issue 1

Publisher: ACM Press

Full text available: pdf(2.53 MB) Additional Information: full citation

18 A structural view of the Cedar programming environment

Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann
August 1986 ACM Transactions on Programming Languages and Systems (TOPLAS
Volume 8 Issue 4

Publisher: ACM Press

Full text available: pdf(6.32 MB) Additional Information: full citation, abstract, references, citing index terms

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organize Cedar supports the development of programs written in a single programming language,

called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

19 Software reuse

Charles W. Krueger

June 1992 ACM Computing Surveys (CSUR), Volume 24 Issue 2

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, citius index terms

Software reuse is the process of creating software systems from existing software rather building software systems from scratch. This simple yet powerful vision was introduced i 1968. Software reuse has, however, failed to become a standard software engineering practice. In an attempt to understand why, researchers have renewed their interest in software reuse and in the obstacles to implementing it. This paper surveys the different approaches to software reuse found in the ...

Keywords: abstraction, cognitive distance, software reuse

20 Expressing and optimizing sequence queries in database systems

Reza Sadri, Carlo Zaniolo, Amir Zarkesh, Jafar Adibi

June 2004 ACM Transactions on Database Systems (TODS), Volume 29 Issue 2

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, indexterms

The need to search for complex and recurring patterns in database sequences is shared many applications. In this paper, we investigate the design and optimization of a query language capable of expressing and supporting efficiently the search for complex sequen patterns in database systems. Thus, we first introduce SQL-TS, an extension of SQL to express these patterns, and then we study how to optimize the queries for this language take the optimal text search algorithm of Knuth, Morr ...

Keywords: Time series, query optimization, searching, sequences

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21 Experimental evaluation of SUNOS IPC and TCP/IP protocol implementation

Christos Papadopoulos, Gurudatta M. Parulkar

April 1993 IEEE/ACM Transactions on Networking (TON), Volume 1 Issue 2

Publisher: IEEE Press

Full text available: A pdf(1.75 MB)

Additional Information: full citation, references, citings, index

terms

22 Technical reports

SIGACT News Staff

April 1981 ACM SIGACT News, Volume 13 Issue 2

Publisher: ACM Press

Full text available: Apdf(2.64 MB) Additional Information: full citation

23 BASE: Using abstraction to improve fault tolerance

Miguel Castro, Rodrigo Rodrigues, Barbara Liskov

August 2003 ACM Transactions on Computer Systems (TOCS), Volume 21 Issue 3

Publisher: ACM Press

Full text available: pdf(438.18 Additional Information: full citation, abstract, references, independence KB)

Additional Information: full citation, abstract, references, independence KB

Software errors are a major cause of outages and they are increasingly exploited in mali attacks. Byzantine fault tolerance allows replicated systems to mask some software erro it is expensive to deploy. This paper describes a replication technique, BASE, which uses abstraction to reduce the cost of Byzantine fault tolerance and to improve its ability to m software errors. BASE reduces cost because it enables reuse of off-the-shelf service implementations. It improves availability ...

Keywords: Byzantine fault tolerance, N-version programming, asynchronous systems, proactive recovery, state machine replication

24 Feedback techniques for continuity and synchronization in multimedia information

e retrieval

P. Venkat Rangan, Srinivas Ramanathan, Srihari Sampathkumar

April 1995 ACM Transactions on Information Systems (TOIS), Volume 13 Issue 2

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, citir index terms

Future advances in storage and networking technologies will make it feasible to build multimedia on-demand information servers capable of providing services similar to those neighborhood videotape rental store over metropolitan area networks. Such multimedia information servers must not only support retrieval of continuous media units (such as v frames and audio samples), but also preserve synchrony among playback of the differen media components constituting a multimedia object. ...

Keywords: intermedia synchronization, intramedia continuity, multimedia, multimedia demand information services, synchronization

25 Verification: Model based estimation and verification of mobile device performance

Gopal Raghavan, Ari Salomaki, Raimondas Lencevicius

September 2004 Proceedings of the 4th ACM international conference on Embedde software EMSOFT '04

Publisher: ACM Press

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Performance is an important quality attribute that needs to be planned and managed proactively. Abstract models of the system are not very useful if they do not produce reasonably accurate metrics. Detailed models are time consuming and expensive to buik well as to simulate. In order to strike a right balance, a framework is proposed in this pathat takes advantage of the flexibility of abstract modeling and intricacies of detailed modeling. Performance is modeled and verified per use cas ...

Keywords: performance analysis, system level modeling, use case verification

26 Systems and prototypes: Java support for data-intensive systems: experiences built

the telegraph dataflow system

Mehul A. Shah, Michael J. Franklin, Samuel Madden, Joseph M. Hellerstein

December 2001 ACM SIGMOD Record, Volume 30 Issue 4

Publisher: ACM Press

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Database system designers have traditionally had trouble with the default services and interfaces provided by operating systems. In recent years, developers and enthusiasts h increasingly promoted Java as a serious platform for building data-intensive servers. Jav provides a number of very helpful language features, as well as a full run-time environm reminiscent of a traditional operating system. This combination of features and commun support raises the question of whether Java is be ...

27 Incentive-based modeling and inference of attacker intent, objectives, and strategie

Peng Liu, Wanyu Zang, Meng Yu

February 2005 ACM Transactions on Information and System Security (TISSEC), V 8 Issue 1

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Although the ability to model and infer attacker intent, objectives, and strategies (AIOS) dramatically advance the literature of risk assessment, harm prediction, and predictive o proactive cyber defense, existing AIOS inference techniques are ad hoc and system or application specific. In this paper, we present a general incentive-based method to mode AIOS and a game-theoretic approach to inferring AIOS. On one hand, we found that the concept of incentives can unify a large variety of att ...

Keywords: Attacker intent and strategy modeling, attack strategy inference, game thec

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Karthikeyan Sankaralingam, Ramadass Nagarajan, Haiming Liu, Changkyu Kim, Jaehyuk Hilling Ranganathan, Doug Burger, Stephen W. Keckler, Robert G. McDonald, Charles R. Moc March 2004 ACM Transactions on Architecture and Code Optimization (TACO), Volumes 1

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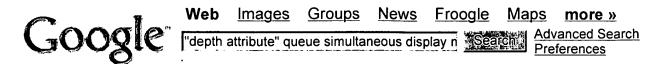
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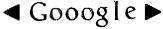
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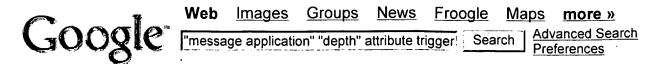
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